THE OFFICIAL MONTHLY MAGAZINE - JULY 1995

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"By golly Jim, I'm beginning to think I can cure a rainy day!"

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New Trekkers Start Here!



THE STAR TREK TV SERIES

Classic Star Trek⁸

Star Trek first aired in 1966 in the US and ran for three seasons and a total of 79 episodes. After its cancellation in 1969, the series proved incredibly popular in US syndication and an animated series was produced in 1973. The entire run of both the original and animated series have been released by CCC Video.

Key crew members are: Captain James Tiberius Kirk (William Shatner), the half-Human, half-Vulcan Science Officer Spock (Leonard Nimoy), Chief Engineer Montgomery Scott or "Scotty" (James Doohan), Chief Medical Officer Dr Leonard McCoy or "Bones" (DeForest Kelley), Communications Officer Uhura (Nichelle Nichols), Helm Officer Hikaru Sulu (George Takel) and Navigator Pavel Chekov Walter Koeniki.



The second Star Trek series, focusing on the adventures of the crew of the U.S.S. Enterprise NCC-1701-D, was made for US syndication between 1987 and 1994. The series ran for seven seasons, and a total of 178 episodes were produced. The series is currently being screened in Britain on BBC2 and is available from CIC Video.

Key crew members are: Captain Jean-Luc Picard (Patrick Stewart), Executive Officer William Riker (Jonathan Frakes), the android Lieutenant Commander Data (Brent Spiner), Counsellor Deanna Troi (Marina Sitris), Chief Engineer Geordi La Fonge (LeVar Burton), Chief Medical Officer Beverly Crusher (Gates McFadden) and the Klingon Secutity Officer Worf (Michael Dorn). Other important characters include hostess of the Ten Forward lounge Guinan (Whoopi Goldberg) and the extra-dimensional entity Q (John de Lancie).

Star Trek®: Deep Space Nine™

In the third Star Tek television series, first made for US syndication in 1992 and still in production today, the action has moved from a Starship to a space station. The series is currently being transmitted on Sky One in Britain and being released on CIC Video.

Deep Space Nine is commanded by Benjamin Sisko (Avery Brooks), alongside Science Officer Jadzia Dax (Terry Farrell), Medical Officer Dr Julian Bashir (Siddig El Fadil), Security Officer Odo (René Auberjonois), Chief Operations Officer Miles O'Brien – formerly of the U.S.S. Enterprise NCC-1701–D – Colm Meany), First Officer Kira Nerys (Nara Visitor), Ferengi bartender Quark (Armin Shimerman) and Jake Sisko (Citroc Loffon).

Star Trek®: Voyager™

The latest Star Trek series is set aboard the U.S.S. Voyager, marooned over 70,000 light years from Federation space and struggling to find a way home with a mis-matched crew of Starfleet¹⁰⁴ officers and rebel Maquis. The series is currently scheduled for transmission on Sky One in October and episodes will be released by CIC Video next month.

The main crew members of the U.S. Wonger are: Captain Kathryn Janeway (Kate Mulgrew), Starfleet Tactical/Security Officer Tuvok (Tim Russ), Holographic Physician the Doctor (Robert Picardo), Pist Officer Chakotay (Robert Beltran), Guide/Cook/Handyman Neelix (Ethan -Philips), Neelix's Ocampa Companion Kes (Jennifer Llen), Chief Engliner B'Elanna Torres (Roxann Bigg-Dawson), Dayl Communications Officer Harry Kim (Garrett Wang) and Starfleet Lieutenant Tom Paris (Robert Durcan McNeill)

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Kirk jeopardises his career by stealing the U.S.S. Enterprise in an attempt to rescue Spock's body from the Genesis planet and reunite it with its katra.

Star Trek® IV: The Voyage Home™

Kirk and crew journey back in time to San Francisco in 1986 in order to bring two whales back to the future and avert global catastrophe.

Star Trek $^{\circ}$ V: The Final Frontier $^{\circ}$

Spock's half-brother hijacks the $\it U.S.S.$ Enterprise to pursue his visions of God at the centre of the galaxy.

Star Trek[®] VI: The Undiscovered Country[™]

Kirk and McCoy are wrongly convicted for the assassination of Klingon chancellor Gorkon.

Star Trek® Generations

The first feature film to star the ST:TNG crew, and to bring together captains Kirk and Picard.

STAR TREK ABBREVIATIONS

Star Teck Monthly uses the following abbreviations as the accepted shortened forms for series and film titles. STLTOS (Star Tick: The Original Series or Classic Star Tick); ST. TAS (Star Tick: The Original Series or Classic Star Tick); ST. TAS (Star Tick: The Antimanda Series); STLTOG (Star Tick: The Month Generation) ST: DS9 (Star Tick: Deep Space: Nine); STLYOG (Star Tick: Star Tick: The Month Picture); STLTOG (Star Tick: The Month Picture); STLTOG (Star Tick: The Class Tick: Star Tick: The Tick Tick: The Virtual For Nine); STVLTDC (Star Tick: VI: The Undiscovered Country); STG (Star Tick: VI: The Undiscovered Country); STG (Star Tick: VII: The Undiscovered Country); STG (Star Tick: VII: The Undiscovered Country); STG (Star Tick: VII: The Undiscovered Country);





Make It So

"It was...fun..."

— Captain James T. Kirk – Star Trek® Generations™

Chain Of Command

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Subscriptions Tel: 01536 763631 There's an old adage – life is hard and then you die. Captain Kirk almost never had it easy, although he often seemed to, right up until his (so far) final death on Veridian III. Here was a man driven by a belief in his mission; by the nightmares of his youth; by a conviction that justice and loyalty far outweighed principles and directives established light years from the action. Captain Kirk always lived life to the full, bent the rules he served - and sometime broke them. He was and is a Star Trek hero, living beyond his fictional life time by example and in legend.

This issue, we celebrate that legend in an interview with the actor who shaped the character and has explored it more than anyone else on the planet: William Shatner. We also study the screen history of Kirk and unearth afew skeletons from his cupboard along the way, and bring you an interview with the man who brought us his final performance - Director David Carson.

It will seem bizarre to some that a legend that exists only in fiction can be honoured with an entire magazine devoted to his (non) existence. To them, we merely refer you to the thousands of books written about other fictional characters, such as Robin Hood, Beowulf or Sherlock Holmes. Just because a hero isn't alive, it doesn't make them any less real...

John Freeman, Editor

Code Of Honour

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ROUND-UP OF THIS MONTH'S STAR TREK NEWS

Th

IN BRIEF...

The new Star Trek: The Next Generation computer game for PC CD-ROM users - A Final Unity - should now be on sale from Microprose in the UK. The game was launched earlier this year in the US to enthusiastic praise from fans. It follows on the heels of several previous Star Trek game releases and computer products, including the Star Trek: 25th Anniversary game, the Star Trek: The **Next Generation** Interactive Technical Manual created by Michael Okuda and Rick Sternhach and both ST:TOS and ST:TNG screen savers run on the After Dark program.

The new game, set in ST:TNG's seventh season. combines role-playina adventuring with a sophisticated space flight simulation, and enables the player to control each of the seven main characters from the series. It uses more than 10,000 lines of dialogue recorded by the actors. more than 15 minutes of original video footage created using 3D models of ships and interiors, such as the U.S.S. Enterprise NCC-1701-D bridge, over one hour of original music, and five major Away Team missions. Expect more Star Trek games to follow, including ST:DS9: The Hunt. We'll be reviewing all

s Captain Kirk really dead? According to the American comics magazine Wizard, Shatner may be having second thoughts. "In space, death is a relative thing. You know we have entering vortexes. Anyway, I suggested that Kirk shouldn't really be dead, he should just call Rescue 911" (a reference to his own true-life

When I was first presented with the idea of Kirk Generations. I thought it was a good idea. But as the time came closer to knocking him off, I got really depressed about it. I wouldn't be against doing anothST:TNG takes place in the 24th Century and Kirk lived in the 23rd - so, for all intents and purposes, he was already dead and gone. The way I look at it, we found a way to go back and give him one last great adventure, one last bout him. But." he added, shrugging, "I guess he could always come back..."

William Shatner Interview, Page 12



ROUND-UP OF THIS MONTH'S STAR TREK NEWS

The Borg to Return in Next Feature Film!

n an exclusive interview with Dan Madsen, Executive Producer Rick Berman reveals his plans for the new *Star Tick* film...

Rick, what can you tell us about the season finales for Star Trek: Voyager and Star Trek: Deep Space Nine?

On Stan Tick: Deep Space Nine we have a show that deals with the Founders. It is a very visual and action-packed final opisode but not a cliffnanger. This episode deals with a shape-shitting Founder who is a saboteur aboard the U.S.s. Defiant and we can't find him because he's capable of taking the shape of anything or anyone. On Stan Tick: Voyager, we have a show that deals with the crew coming in contact with some humans who are found cryogenically frozen on a world in the Delta Quadrant. One of the people they will encounter from the early 20th Century is Amelia Earhart. We're not exactly certain how the schedule will work on UPN so the show I just told you about could be the first episode of the next season (in the US). These are all things that have to be worked out.

What plans do you have for the next season of Star Trek: Voyager and Star Trek: Deep Space Nine?

There is some talk going on about possibly introducing some new characters and new sets. We are also discussing some new circumstances that I think the fans will find very interesting. These are all in the formative stages right now.



Will everbody be returning next season on both shows?

As far as we know, yes.

There are still some fans that are not able to see Star Trek: Voyager in their areas.

Yes, we are aware of that and as unhappy about it as they are. We're doing everthing we can to try to put an end to that.

What is happening on the new feature film? We have a story that is going to include the Borg. We're working very hard on closing deals with the cast and developing the story. That's really all we're focusing on right now at this early stage.

We've been hearing rumours that Ron Moore and Brannon Braga might write the next film. That's a possibility but we're still in negotiations on that aspect of the film.

Has any design work begun?

Nothing yet. We've only begun some conceptual work.

Is the release of the film still the end of next year?

Yes, the studio is still aiming for Thanksgiving or Christmas of 1996.

We hope to bring you more news on the next Star Trek film in forthcoming issues... ■



computer-based Star Trek releases in a future issue, but we welcome hints and tips on game play from readers!

Those of you wanting to know exactly how many Ferenai Rules of Acquisition there are - quoted ad infinitum by Quark in Star Trek: Deep Space Nine need wonder no longer. Next month sees the release of The Ferengi Rules of Acquisition from Simon & Schuster, penned by ST:DS9 Producer Ira Behr. According to sources, the Producer is becoming something of a recognised expert on the alien race once described as 'the ultimate capitalists' and is keen to develop them further in future episodes of the space station-based series. The book costs £4.50 and goes on sale on 25 July.

Finally, fans of classical music take note: you may still be in time to catch a performance of Purcell's Dido and Aeneas at St. Peter's Church, Petersfield, Hampshire, taking place on 30 June and 1 July. The singers will be in period costume to mark the 300th anniversary of the death of Henry Purcell. However, they will be led by Keith Davis, a professional musician and concert singer outfitted in a Star Trek: The Next Generation captain's uniform.

A fan of the show, Keith wanted to thank the show's producers for their use of classical music in his own way. "Captain Picard enjoys listening to Baroque and Classical Music," explained Keith, a former professor at the Royal College of Music, "and Data seems to perform on the violin with accuracy – If not with passion!" For further information call (01730) 263254.

Season Three Finale Looms

he elder of the current duo of Star Trek series climaxed lits third season with a full head of steam in june for US viewers, following the highly regarded Improbable Causet. The Die is Cast twoparter, the beautiful Explorers and Through the Looking Glass, and the surprising Mirror Mirror universe sequel to last year's Crossover which featured a came ob y Tim RUSS as Star Trek: Kroyager's Vulcan Lt. Tuvok, here as another alternate universe rebel flighter. Spoiler alert! Don't read on if You don't want to learn about

upcoming plot lines.

If sparks fly when René Auberjonois the actor plays Odo against Quark, the chemistry is just as telling when he takes on the large-lobed species with his director's cap in place. Helming his second Ferengi show of the season, Auberjonois has tackled Family Business - a tale of Quark, Rom and their mother Ishka which has been dubbed the Ferengi version of Long Day's Journey Into Night. The script, from the Co-Executive Producer Ira Steven Behr and Executive Story Editor Robert Hewitt Wolfe, takes us for the first time in any Star Trek to swampy, eternally rainy Ferengar. Back on the station, we finally meet Kassidy Yates (played by Penny Johnson) - the freighter captain that lake Sisko has been trying to fix his dad up with since Explorers. Character comedienne Andrea Martin, perhaps best known for the SCTV comedy series filmed in Canada, portrays the shocking mom who dares to clothe herself and pursue profit!

Two past Star Trek guest stars turn up in radically different guises in Shakaar, written by freelancer Gordon Dawson and directed by ST:DS9 Director of Photography, Jonathan West. ST: DS9 trivia hounds will recognize the title name as Kira's old resistance cell, and here we meet its namesake, now a simple farmer played by Duncan Regehr - who also played Beverley Crusher's 'ghošt' lover in Sub Rosa during ST:TNG's final season, Kira finds herself caught between loyalties to old friends and her homeworld at large - throughout the Bajoran tie is represented by Kai Wynn, about to be named the secular head of Bajor's government and still unforgiven for her sacrifice of Vedek Bareil, Also, Sherman Howard who'd appeared as the Talarian captain Endar in ST:TNG"s Suddenly Human here plays a visiting ship's Vulcan sciby LARRY NEMECEK

ence officer who takes on O'Brien's winning streak in darts.

Newly aired in June after a two-week spate of repeats were the wrap-up:

Facets, in which we gain insight into Dax after the symbiont contronts all its former hosts prior to Jadzia, as brought to life by the DS9 senior officers and the visiting Leeta, a flirting acquaintance of Bashir's played by Chase Masterson and first glimpsed in Explorers. Dax's traditional zhian'tara, the Trill rite of closure overseen by a symbiont Guardian, goes awry when Odo agrees to host Curzon for the brief conversation but joins the former host's entity - thanks to his unique Changeling make-up - in wishing to exist as a joined consciousness and not return to Jadzia Dax's psyche. This hour's B-plot concerns the ongoing story of Nog's unlikely application to Starfleet Academy, a story thread first seen in Heart of Stone. The René Echevarria script was directed by Cliff Bole - both veterans of all three modern Star Trek series.

The season finale, The Adversary, follows the now-tradition of ST:DS9 with a virtual if not literal cliffhanger of mood that will pave the way for a multipart season opener. The mood in this case is foreboding: the latest dual effort by Behr and Wolfe, headed up by veteran Star Trek director Alex Singer, finds both Deep Space Nine and Starfleet brooding over the potential spread of the Dominion's Changeling Founders within the Federation itself. The visual effects producers promise a 'morph show to end all morph shows' as Odo takes on a fellow shapeshifter whose guise as a UFP ambassador nearly starts a war with a smaller border species until he's detected - and, as we know, no Changeling has ever harmed another Changeling. Lawrence Pressman, last seen as Kira's would-be Cardassian father in Second Skin earlier this season, has the role of the Changeling in human's clothes who leads his Starfleet pursuers on a chase aboard the U.S.S. Defiant. How do you check even your closest friends for a camouflaged Changeling - and how often? ■









STAR TREK: DEE

Making 57:D59's Special **Effects Special: Dan Curry**

Thile Star Trek: Voyager got the spotllight often enough during its maiden year in the US, Star Trek: Deep Space Nine continued to rack up ever-higher ratings that climaxed with a home stretch run of powerful episodes. Three lateseason stories in particular showcased a variety of out-of-this-world opticals by ST:DS9's alternating crews under the eye of visual effects producer Dan Curry, who serves on both series.

Curry's crew is a large one. On ST:DS9 it includes supervisors Glenn Neufeld and Gary Hutzel - the latter a modern Star Trek veteran ever since ST:TNG's pilot in 1987 - and their respective coordinators, David Takemura and Judy Elkins. Visual effects associates Laura Lang and Erica Alba and visual effects assitant editor Ed Hoffmeister round out the hands-on crew.

"We don't usually set up overall goals for the season," explained Curry, who's been with the modern Star Trek world since mid year of ST:TNG's first season. "They're not so much specific things - because we really don't know what the scripts are going to be until we get them. We just want to maintain quality and improve logistics. such as technology, driven by some new computer or lighting widget that appears."

For example, the episode Explorers featured a major Star Trek use of the increasingly sophisticated field of computer-generated imaging - or 'CGI' as it's known in the trade. As a successful tool to meet weekly television budgets, it's already being used exclusively on series such as Babylon 5 - although Curry and others still prefer a mix with live action on their show

Explorers featured an ancient Bajoran 'solar sailer' craft that was a completely digital effect, existing in the real world only as a paper mock-up made from the drawings of illustrator Jim Martin and Production Designer Herman Zimmerman. John Knoll, a co-developer of the Adobe Photoshop software and the visual effects supervi-

things we can do according to what the writers ask of us," Curry explained. "Like now, we're going to try to get away from dissolves (from live action) in a certain stage of the morph process and try to do something a little bit different, just to improve the believability."

No better time to showcase that work than in a season finale, The Adversary, which Curry dubbed 'the shapeshifter show to end all shapeshifter shows'. The plot follows a Changeling who's infiltrated the Federation as an ambassador and nearly sparks a war, then eludes the increasingly paranoid crew of the U.S.S. Defiant until he is forced into a climactic struggle with Odo himself.

"This is big," he adds. "It's a huge Odo show with two shapeshifters morphing all over the place - more morphs in a single episode than we've ever done by far. There's also some incredibly difficult staging in that show, because there's a scene where the two shapeshifters are competing and they put their hands through each other."

Such intricate scenes require separate filming of each actor live before the traditional 'blue screen' backdrop. "Basically the actors have a situation where they're just in a blue screen void and told 'Well, so-

and-so's over there and you have to grab him like this and do this", Curry explains, "and they can't see anybody. So it's difficult for them to deliver strong performances when they're not acting against anybody."

Probably the most traditionally impressive show in the visual effects field for ST:DS9 this year was The Die is Cast, in which Sisko's U.S.S. Defiant is caught up in a huge Delta Ouadrant battle between scores of the Dominion's Jem'Hadar



STAR TREK: VOYAGER Wraps Up Freshman Year

he crown of the new UPN network warped its way to 'wrap' filming for its first season on May 12th, but exactly what American viewers will see and when was still a mystery. At presstime it was uncertain if the season would be

shown as produced, with The '37s as a smash season finale sometime in June or July, or - more likely - whether the last show to air in the US before the traditional summer rerun season would be Learning Curve on May 22nd, with the last four held over to start the second season in October. Spoiler alert! Don't read on if you don't want to learn about upcoming plot lines.

Learning Curve - Directed by David Livingson, the long-time Star Took line producer who left at hiatus for his own directing career after starting with Star Took 1987. This hour features the next chapter in Janeway's Gottic holo-novel. The tale by freelancers Ron Wilkerson and Jean Louise Matthias features a boot camp run by Tucut for some unruly Maquis cadets as well as an odd turn of fate for the U.S.S. Voyager's bioneural set pack circuitry.

Projections – Jonathan "Riker Finkes directs his first Star Trek: Voyager segment - he's also helmed three for 57:D59 – which features the improbable return of none other than Dwight Schultz as Lt. Barclay, if only in holographic form, It was out Barclay was one of the original designers of the Doctor's holo-program, and write-producer Brannon Brags's inside-out

by LARRY NEMECEK

tale for the Doc makes him appear to be real organic matter amid a holographic world with a life-and-death choice for his ship - if only he can figure out who to believe.

Elogium - The issue of procreation arises in a script what won Kenneth P. Biller a place on the writting staff when worked from the story by Jimmy Diggs and Steve K. Jay, with a final polish by Jerl Taylor. The title refers to the Campa period of puberty and preparation for childbirth, which Kes enters prematurely thanks to a swarm of space-dwelling creatures whose mating ritual inadvertently swallows up the U.S.S. Voyager. Neellx's unfounded jealousy of Kes with other men quickly changes to souls searching over fatherhood, and the Starship crew faces its first case of pregnancy. Rick Kolbe of ST. VOY pilot The Cartalaker, among many others, differed.

Twisted - Another long-evolving hour, which Biller scripted from a story by Arnold Rudnick and Rish Hosek, takes us back to the holodeck Sandrine's Bar as the ship encounters an odd distortion that literally twists it into a buffling maze and looks set to drive everyone on board crazy. The episode includes more Neelix jealousy of Kes, a rift of friction between Chakotay and Turok, and a brief romantic interlude for the Doc. Directed by Star Trek veteran Kim Friedman, the episode's quick pacing and piece-meal format required five extra scenes to be written in after live shooting, to fill out the hour.

The 57's, by Taylor and Braga, brings up the improbable: what if aliens really were abducting humans from 20th Century Earth? The cast, directed by James Conway, includes none other than Amelia Earhart, and features a spectacular planet landing by the U.S.S. Voyager itself as a fitting season finale - whenever it's aircd. #



Lolita Fatjo: Script Keeper for *Star Trek*

ver wonder who shepherds all the story ideas and scripts on Star Trek's two ongoing series, or what happens when someone outside the stucco Paramount Pictures walls sends in a script hoping to make their own bit of television scripting history? Lolita Fatjo, script coordinator for the Star Trek series

since mid-1992, has a lot of answers for fans.

"The biggest part of my job is to make sure the scripts get proofread, get distributed, and to keep up with the revisions," explains Faijo, whose on-screen title is 'Pre-Production Coordinator'. Per Hollywood style, revised pages after the white originals go through an 11-colour cycle - blue for the first revised pages, pink for the second and so on - and keeping everything from

STAR TREK: VOYA

the dialogue to scene numbers straight can often be quite

"We had one show in the fourth season of Star Tiek."
The Next Grenzation go through the colour wheel three
times - I don't remember which, but we had a lot of them
that season!" she recalls from the show's rougher-edged
years. "I think on this show the revisions are still a bigger
process than on any other show, except maybe
Roseanne!" Fafo also coordinates the deal and pay
memos for both the on-and-off-lot writers, and most
recently took up more mundane duties as office manager
among the Hart Building writers and assistants. She also
joins in on the ongoing chore of keeping an eye out for
the Star Tiek continuity miscues: "We're always the first
to say we make mistakes, but with a show with this much
history it's impossible not to!" she admits with a sigh.

One other task has lately been handed off to an assistant: logging the dozens of unsolicited or speculative scripts received at Star Irek. Thanks to Executive Producer Michael Piller, the twin series are the only shows in town that accept 'spec' scripts from unagented writers. She recredited Piller with following the wisdom of the late Star Trek creator Gene Roddenberry in trusting fans to keep the heartheat of the show.

"I think Michael saw that and realised that the writing staff was going to need help from the outside, from freelance writers, and it's certainly paid off over the years. And he also did it because somebody gave him the break and he wanted to be able to give people breaks along the way."

ne wanted to be abore to give peoplor learns along the way. Those 'helpers' now range all the way from established pros and serious novices, to *Star Trek* fans across the country and beyond who just want their special story heard. Over 4,000 *ST:TNG* scripts were received from seasons three through seven, Fatjo reports, with some 2,000 coming in the last 1-1½, seas of the show.

Despite those daunting odds, she encouraged wouldbe writers - even on this ide of the Atlantic - to keep sending their scripts. Star Trek: Voyager is now open to outside submissions, joining 57:D89, and a call to Star Trek's US hottlen number on 001 21:39-56-8301 will send a submission packet winging its way anywhere in the world, complete with guidelines on format. At the writer workshops Fatjo presents with producers Ron D. Moore and Brannon Braga, she explains how the process works from there: 20 scripts at a time are logged in and read by union story analysts in the order received. Those readers write a two-page coverage memo that in turn is reviewed by a staff writer for a final decision - a process that can take from three to nine months from receipt to final disposition, decending on the load.

"When those readers or staff members sit down to open that script, they have such little time. As it is they actually are hoping to find a good story," she notes. "That takes the pressure of finding one less story off their back."

Only three people have sold their Star Tek spec script outright since 1988 - the path that brought later staff writers Melinda Snodgrass, René Echevarria, and Moore to the Star Trek offices. More likely, though, is the 1-in-10 chance of a story sale - 10

usual history of an episode, where after a payment of about US \$9,000 the idea is handed to a freelance pro or staff writer for completion. For even better odds, writers whose spec script is promising but for some reason not exactly right, may be invited in to 'oitch' one or more story ideas to someone on the writing staff: the chance of such a sale, out of about 60 sessions each month, is one in 10.

"We've taken pitches from Australia, from England, from Germany - it's really gone international," she adds. "We don't care where the ideas come from! So someone sitting in England has as good a chance as anyone, and we have gotten quite a lot of spec scripts from the UK."

But even this level of screening leads to the inevitable clunkers, and some have become legend around the Hart Building halls. "One of the writers," she recalls with a

way smile, 'once took a pitch idea from an invited writer where - I swear to God! - Troi gets zapped to a planet of Amish people, and her whole purpose in life is to milk cows!' The more common 'favourites', she adds, come from the spec stript pile - like the one concerning a planet where everthing about it, even its spaceships, was made of Velcro. Or another, obviously almed at one of Moore's weaknesses, that was actually entitled 'Elvis meets the Enterorise'.

On the plus side, story sales have run all the way from freelance regulars like lim Trombetta and Hilary I. Bader

to such unlikelies as Matt Corey - just 13 years old when he sold the idea that became ST:TNO's True-Q in season six - and Chris Hatton, a college student in lowa who sold the stories for final year ST:TNG tales Attached and Thine Own Self."

Almost every script will eventually be read as long as the guidelines are followed, he emphasises. "We ask that people please use three-hole paper and gold brad fastenes, to look more like our scripts; sort of a calling card. But still, at the workshop in Pasadena last year, someone came up to give me their script then - which is fine - but it was on dot-matrix paper and it was still attached! And it became the joke that day; I said, 'well, you get an 'F' right off the top'! It was obvious they handn't read them."

The eight-page packet also includes a release form - a legal requirement for reading unagented material.

"The down side of an open submission policy are the lawsuits, where people think we stole their spec script," she says. "And we haven't. The bottom line is, we have pitches every day of the year, and at least twice a week you're going to get the same pitch idea."

Fatjo actually began as a producer's assistant for ST:TMG's second season, working for a succession of writers that ended with Jeri Taylor, now Co-Creator and Executive Producer on ST:VOY. In 1993 she moved to her present post after three-year veteran Eric Stillwell left to work on Star Tek and other SF conventions.

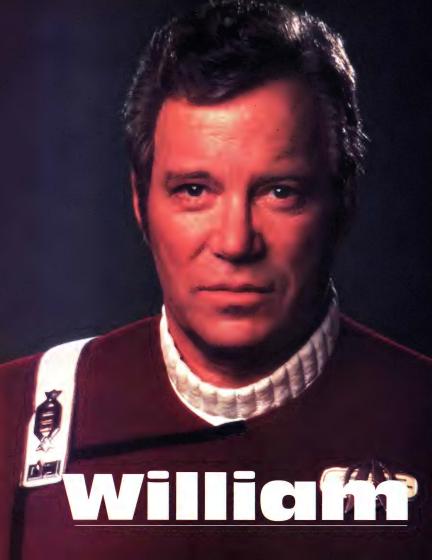
"People always ask me, 'Did you have any idea what you were walking into seven years ago?' And no, I didn't," she adds. "I am not a fan of the original series. I still don't know much about it, but it's pretty amazing what I have learned. But I certainly know everything about Star Thek now!" In fact, her Star Thek career began as a flukewhen the out-of-work actress; joined the rest of Hollywood in trying to recover as the 1988 writer's strike ended, her temporary work agent called to say she had clerical openings at three series, one of which was STEING.

"And I said, 'Well I really don't care - which one uses Microsoft Word (software)?'," she recalls. "I had no idea. But my life has certainly changed because of it all."

Interview conducted by Larry Nemecek



Above: 13 year old Matt Corey came up with a concept which became ST:TNG's True-O



"I had to consider what death meant to me while working on Star Trek Generations."

(March 1995, Creation Convention, Pasadena)

THE BEST OF TIMES

Interview by Pete Hull

ames Bond, Superman, Tarzan, Batman, Sherlock Holmes, Captain Kirk - these are the giants of our more recent mythology. They are legendary characters who captured our imaginations and became our heroes.

But there's an important difference between Kirk and the others.

"Actors come and go in these kinds of roles, but not so with Captain Kirk," says Star Trek Generations co-writer Ronald D. Moore. "Kirk is Shatner."

He's right. Five actors have played James Bond, and there have been three Supermen. There have been numerous Tarzans, at least four Batmen, and several screen Sherlock Holmes. But there's only one Jim Kirk.

"But now, that character is dead," says Moore, "and in a way, it's like a real person has died."

So where does that leave the real person? Surely these are the worst of times for

William Shatner. Without Kirk, what will Shatner

Perhaps we'll find him much like Bones found Kirk in an early scene from Star Trek II: The Wrath of Khan. Surrounded by a collection of trophies from his Star Trek glory days, he's searching the channels for Star Trek re-runs, and hoping for the phone to ring with a call for a guest shot on Star Trek: Voyager or Star Trek: Deep Space Nine. One eye is on the television, the other on the phone.

It saddens one to think of it... but don't think about it too long, because nothing could be further from the truth. Forget Scotty's line, "Finding retirement a little lonely, are we?" Forget Spock's gift and

the prospect of a leisurely evening with Charles Dickens's A Tale of Two Cities. Don't confuse fiction with fact, imagination with reality, because while you might not have noticed it, about six years ago William Shatner's career jumped to warp speed in a supernova of creativity that shows no sign of dropping to impulse anytime soon. Still not with it? Take a look at these two snapshots:

1991: Star Trek VI: The Undiscovered Country, starring William Shatner, premières. His book, TekWar, is on the best-seller list. And he is hosting a show, Rescue 911, which is consistently ranked in the top 10 or 20 in the ratings bat-

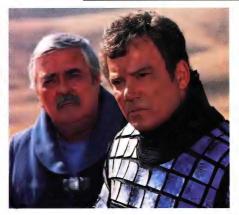
top 10 or 2 tle. All this at the same time!

1994: During summer and autumn 1993, Shatner produced four television films from his TekWar series of books. In January 1994, they première on US television and capture top ratings slots. During the summer, he is involved in the filming of Star Tek Generations, which reaches US cinema screens

Opposite: As Captain James T. Kirk in Star Trek Generations Left: A younger Kirk is besieged by a plague of furry friends in The Trouble with Tribbles



Shather streets of the line of the streets of the line of the line



in November. He's still hosting *Rescue 911* and in September he directs the first episode of a new series based on his *TekWar* universe. He has new fiction and non-fiction titles in the book stores, and two new *Star Trek* novels – his

first ever – are on the way, the first, *The Ashes of Eden*, released here last month. And he is leading Hollywood in its land rush to develop and market high-technology interactive

"I'm wearing a Star Trek Generations jacket. People have killed for this jacket - me mainly."

Creation Convention, Pasadena)

For William Shatner's career, these are 'the best of times'.

So how is life for William Shatner after Star Trek Generations – and is there anything about this actor that we don't know after all these years?

"I still love my character," Shatner says. "While there are many other things going on in my life that occupy my attention, when Star Trek does appear, I feel very fondly about it. I'm very happy with what I did in the film."

Even though Shatner has described his participation in formulating the Star Trek Generations story as fust the usual stuff between writers, producers and actors', his role was much more critical. "He recognised problems with the first draff of the script," says Moore. "Primarily, he didn't feel Kirk was integral to the plot and he had some problems with the way we presented his character. They were valid concerns and were interesting points of discussion. So it was clear that he was engaged in the story and was creatively interested."

Shatner's enthusiasm is legendary, and once problems with the script were resolved, he jumped into the film. Just take the orbital skydiving scene, cut from the final version of the film but used in several adaptations of the story and some early trail-

"Bill couldn't stop talking," says James Doohan (Scotty). "You know, the excitement of what he had just done, of coming down from space, all this stuff."

"That shot was a tough one," agrees Shatner. "We were near Bakersfield, just outside of Los Angeles in an area known as the Tejon Ranch. I'm up in the mountains in 110 degree heat, wearing a wet suit, a motorcycle helmet, mukluk win-

ter boots, and dragging a parachute... while running uphill!" In fact, Shatner says that "the whole last part of the film was very challenging physically. Another day we were at 8500 feet (at Whitney Portal, near Lone Pine, California) and I was chopping wood all through the scene."

The final fight scene with Malcolm McDowell and Patrick Stewart was filmed 65 miles outside of Las Vegas in a scenic, but tortuous, area appropriately called the Valley of Fire. Just getting there was difficult. The last 20 miles are on back roads, and the last half-mile is on foot. The temperature never dropped below 100 degrees Fahrenheit during the shoot, and there were some days when it was over 115 degrees.

"The intense heat and the lack of humidity made doing a fight sequence that whole time a great challenge," says Shatner, with characteristic understatement. It was in those last days of filming that Shatner. Stewart and McDowell worked closely



Top left: In the skydiving scene which was cut from Star Trek Generations Below: Kirk and Spock are forced to adopt a primitive form of attack in The Space Cuttack

together.

"We spent lots of time together and we got to become friends - Patrick Stewart, Malcolm McDowell and I and everybody. It was just a wonderful professional experience. We all got very friendly. It will be a professional relationship that will last for the rest of our lives."

Prior to Star Trek Generations. Shatner had not worked with Stewart, nor has he watched Star Trek: The Next Generation, "I don't watch episodic television, so I'm not in the habit of turning on the television at the appropriate time. It doesn't have anything to do with whether I wanted to or felt I should have, I just haven't. It's just one of those things. Nevertheless, I think Patrick and I worked very well together."

Hollywood insiders wondered about one other relationship on the set: that of William Shatner and David Carson, While Carson had directed ST:TNG and Star Trek: Deep Space Nine episodes, Shatner had three decades of acting, producing and directing experience under his belt. Shatner had also directed Star Trek films: Carson had not. How would Shatner react to being directed by a relative newcomer?

"I didn't find it at all frustrating to work for someone else," says Shatner, "David is talented, very patient and very good."

In a rare bit of film trivia, Shatner revealed that someone very special to him made their film debut in Star Trek Generations. That beautiful, dark-eved

beauty ... of a horse ... that he's riding isn't some horse. That's Great Belles of Fire, and she's Shatner's pride and joy.

In 1985, Shatner purchased Belle Rève, a farm just outside Lexington,

unnamed Hollywood stunt "Star Trek provides an ideal, and an ideal of a better future that we can aspire to."

(March 1995, Creation Convention, Pasadena)







BORN: 1931, Montreal THEATRE

Tamburlaine The World of Suzie Wong A Shot In The Dark

TELEVISION Playhouse 90 The Man From Uncle TekWar (and Writer)

The Brothers Karamazov Judgement at Nuremburg Kingdom of the Spiders Star Trek: The Motion Picture. Star Trek II: The Wrath of Khan Star Trek III: The Search for Spock Star Trek IV: The Voyage Home

Star Trek V: The Final Frontier (and Director) Star Trek VI: The Undiscovered Country Star Trek Generations

BOOKS Star Trek Memories Star Trek Movie Memories Star Trek: The Ashes of Eden The TekWar series Believe

The Ashes of Eden HOBBIES: Breeds Quarter horses, active in charity work

Kentucky, where he breeds and shows American Saddlebred horses.

"American Saddlebreds are very elegant, naturally high-stepping animals," says Pat Nichols, one of Shatner's neighbours and a spokesperson for the Saddle Horse "American Saddlebreds are

Association. America's first native breed. and are only bred in America. Bill has been actively promoting them." As with everything else he does. Shatner has been very successful with his horses. In fact, there are now three American Saddlebred classes named after him. The scene in which Kirk is riding Great Belles of Fire, seduced by the joy of the Nexus, and even the French name of his farm - which translated means 'Beautiful Dream' - might make you wonder: Where is William

Left: Kirk has the pleasure of riding his horse 'Great Belles of Fire' when he agrees to help Captain Picard in Star **Trek Generations**

2233 Born in Iowa, March 22nd 2248 Kirk and Kevin Riley are two of nine eyewitnesses to the massacres on Tarsus IV at the orders of Kodos the Executioner 2250 Enrolls in Starfleet Academy: serves aboard the U.S.S. Republic NCC-1371. Meets and befriends Ben Finney, a Starfleet instructor; and Gary Mitchell. 2254 Graduates from Starfleet Academy; serves aboard the U.S.S. Farragut 2264 Commands the U.S.S. Enterprise on its five year mission of exploration 2266 First Encounter with the Romulans (Balance of Terror); confronts the actor Anton Karidan, believing him to be Kodos the Executioner (The Conscience of The King) 2267 Organians prevent interstellar war between the Federation and the Klingons; Kirk is, as usual, in the thick of things (Errand of Mercy) 2269 Promoted to Admiral and becomes Chief of Starfleet Operations 2273 Sucessfully commands the U.S.S. Enterprise in an effort to avert the V'Ger threat to Earth (Star Trek: The Motion Picture) 2285 Battles against Khan (Star Trek: The Wrath of 2286 Demoted to Captain; takes command of the U.S.S. Enterprise NCC 1701-A (Star Trek IV: The Voyage Home) 2294 Believed killed saving the U.S.S. Enterprise NCC-1701-B from destruction by the Nexus; his body is never

found (Star Trek

2371 Escapes the Nexus:

killed in action against

Generations)

Soran (STG)

Shatner's Nexus? What is his dream?

"I think if I were dissatisfied with my life I have the means to fix it," says Shatner. "I'm here in Los Angeles, working in show business in all its various forms. Then I grab a chunk of time with my horses and dogs, children and friends. So I must be in the ideal situation for me, otherwise I would have done something about it."

Throughout my research and during my conversations with Shatner and his friends, I discovered one constant – he creates his own destiny. Like Kirk, Shatner doesn't accept a no-win scenario.

"I'll certainly miss something that I haven't been doing for a long time," he says, when asked about the death of Kirk. "But the future has all sorts of interesting things in it – TekWar being one of them."

TekWar is now Shatner's universe. In 1988, the writers' strike brought the filming of Star Trek V: The Final Frontier to a grinding halt. Anyone else might have gone fishing, but he wrote a SF novel. And he created more than just a novel – he created an entertainment juggernaut.

"The concept came about by putting a policeman 200 years into the future – essentially, *T.J. Hooker* into *Star Trek* (referring to his policeman television alter ego)," says Shatner. "I

find that the stories appear in the newspaper headlines every day." His first book triggered a landslide. He has since written four more Tek novels, three of which have been turned into television films, and a series went into production late last year, scheduled for transmission in the United States in the United States in the United States in

1995. A comic book version of his first book appeared in 1992, with artwork by British artist Lee Sullivan (also known for his work on *Robocop* and





"I spent all day in a wet suit, moonboots and a parachute - in 105 degrees - and they cut it!" (On the opening scene of Star Trek Generations which was cut; March 1995, Creation Convention, Pasadena)

Doctor Who), and were scripted by Ron Goulart, who also played a cameo role in the first film.

"I realised when I spoke with Marvel Comics that if I put the stories 50, rather than 200 years in the future, it would be easier if they were filmed," Shatner explains. "When the

TekWar films were done, those 50 years became very useful. Now that it is a series, it makes even more sense."

Shatner produced and directed the first film, TekWar, and also starred in it as Walter Bascom, the owner of the Cosmos Detective Agency. The film premièred in the US in January 1994, and was an instant hit. TV Guide gave it an eight out of 10 rating. It was placed sixth in the ratings nationwide and earned newspaper praise from journals such as The Hollywood Reporter.

Three more films followed: TekLords, TekLab and TekJustice. "These four films were our pilot for the new series," Shatner explains, who now produces the show, and has directed the first and some later episodes.

Despite their similar sounding names, William Shatner's Tek universe and the Star Tek universe of Gene Roddenberry are nothing alike. "It never occurred to me that Tek might sound like "Tek". Tek was a technological drug the concept was from television and the way television acts as a soporific for me. It's difficult for me to go to sleep without it on

and by extension it could become the drug of the future. So it was from the word technology. I was too involved in *Star Trek* for it to occur to me that the two seemed alike "

Shatner is also busy creating yet another universe for a whole new set of characters and stories. "I'm planning a new series of novels about a diplomat in the future," he says. "His problems will be dealing with entities that will have arisen 50 years from now."

Despite what might seem an impossible schedule of writing, producing, directing and starring in the TekWar world, Shatner is still very much alive in the Star Trek world.

"There are new boundaries that I am exploring," says Shatner. "One is *Star Trek* novels. *Paramount Pictures* are also interested in my book, *Star Trek Memories*, and it looks like we're going to do a television special based on that."

In addition to Star Tiek and Tiek books, Shatner has written yet another novel, Belleve, which is about a Scientific American-sponsored contest to prove or disprove that life exists after death. The opposing champions? Harry Houdini and Sir Arthur Conan Doyle. How does he find the time to do all the thinss he does?

"It's a matter of focusing energies into what is needed," he says. "I'm all alone with a long legal pad and a dictation machine when I write."

And the workload doesn't stop there, because Shatner is also one of the driving forces behind a company called Future Call, which is breaking new ground in high-technology entertainment. "We're the first company with truly interactive entertainment on the information highway" says Shatner's

partner Howard Balaban. "(US) fans will be able to purchase one of our TEC-cards (TEC stands for Telephone Entertainment Card), dial an 800 number and get in touch with the stars."

"I'm particularly excited about this business because It's on the edge of today's technology," says Shatner. "It's something that people will be able to use and enjoy. Some characters will be on the face of the card and you'll be able to call and hear their voice. The card is menu-driven, so you'll be able to select the things you want to hear about."

It's amazing that Shatner, someone who just a few short years ago said he was afraid of computers, has become involved in so many high-tech projects. "I'm still afraid of computers," jokes Shatner. "But his is a telephone and I am able to pick it up. I think fans will enjoy these things I'm working on." As yet, there are no plans to extend this new tele-service to the UK but with the rapid advancements in communications technology, it surely won't be long coming.

In death, legends become greater than life. Shatner tells us so in his book, Believe: Doyle's and Houdini's legends "have grown in magnitude and poetry, like proverbial fish that get larger and larger through each retelling." he says.

And what about Jim Kirk's legend? Will William Shatner do something to bring him back to our screens someday in ST:D9 or ST:FV9 or in a film script? Was an 'imprint' made of him in the Nexus, or will we see him in some future episode's holodeck fantasy?

"Probably not," he told me. "I don't think it would be appropriate. But I suppose stranger things have happened..." ■

Opposite top: Striking the serious but winning Kirk pose Opposite bottom: Kirk and Spock face their enemy in more formal attire



A COSMIC ODVSSEY

After three decades playing James T. Kirk, it was inevitable that William Shatner would someday write a Star Trek novel showcasing the legendary captain. With The Ashes of Eden, co-written with Judith and Garfield Reeves-Stevens, he's finally done just that.

The novel opens after Kirk's death in Star Teck Generations, then flashes back to events immediately preceeding that film. Kirk is pondering the end of his career as a Starship captain, when a mysterious alien beauty offers him one last mission: saving an Eden-like world that holds the secret to eternal youth.

Unfortunately, Kirk's decision threatens to damage the delicate peace between the Federation and the Klingon Empire, and turns him against his oldest and closest friends.

The Ashes of Eden is a fast-paced and exciting adventure, although many of the supporting characters are forced to take a back seat to Kirk's odyssey for much of the novel. Theref's also an epilogue strongly reminiscent of the ending to Star Trek II: The Wrath of Khan, which leads us to believe that rumours of Kirk's death may have been greatly exaggerated. Perhaps a sequel – The Search for Kirk' – is in the works?

Review by Joe Nazzaro. The Ashes of Eden, published by Simon & Schuster, is now available in hardback and on audio, price £9.99 and £7.99 respectively.

THE CAESAR OF THE STARS

Andrew Lane, tongue firmly in cheek, explores the life and death of Captain Kirk

ere's a little Star Trek quiz for you. Who did the Klingons once describe as a 'swaggering, overbearing, tin-plated dictator with delusions of godhead? Who was called 'the Caesar of the stars' by one of his many romantic conquests? Who violated the Prime Directive on too many occasions to count and regularly disobeyed the orders of senior officers and still managed to get promoted? The answer, of course, is Captain James T. Kirk.

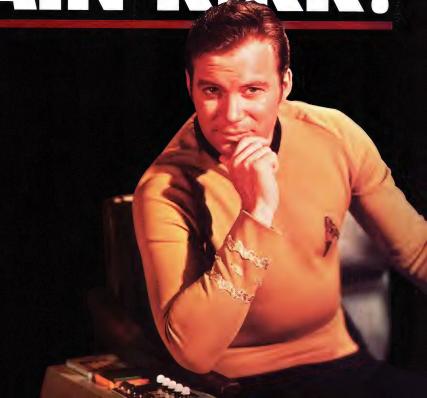
Was there ever any doubt? To some he was the epitome of what a good starfleet captain should be - bold, resourceful, caring and strong but to others he was a dominating, stubborn man who bulldozed his way through problems and relationships with equal arrogance. What is the truth? What sort of a man was he? Now that he's dead, the dirt can finally be dished.

There are a lot of unanswered questions about the life and times of James Kirk, but we can be fairly sure that he was born in the year 2233 in lowa on Earth and had at least one sibling - an older brother named George Samuel Kirk. Now Samuel is a bad enough name for a young lad, but Kirk's caring parents gave him the middle name Tiberius. Traumatised by this jece of mental cruelty, he wouldn't admit to the name for many years. How else do you explain the fact that Gary Mitchell - his best friend as a teenager - thought that Kirk's middle name began with an R?

"I'm a soldier, not a diplomat."

James T. Kirk, Classic Star Trek – Errand of Mercy

AR RE



part from the fact that they were a bit cruel when it came to names, little is known about Kirk's parents. While Kirk was still very young, they sent him away from Iowa to an Earth colony on the planet Tarsus IV. We don't know why - perhaps they hated him, or perhaps he refused to live with people who would call a young kid Tiberius. Whatever the reason, Tarsus IV wasn't the best planet Kirk could have ended up on, because when he was 13 the colony's food supply was ravaged by a fungus. What food was left wasn't sufficient to keep the colonists alive, so the governor -Kodos by name - killed 4,000 of them to ensure that the rest would have enough food to survive. Watching 4,000 people die must have psychologically scarred the young boy terribly, and the effects can be seen late into his career in his reluctance to abandon friends and his passionate desire to put things right when they had gone wrong.

Shortly after the Tarsus massacre the young James Kirk joined Starfleet. He couldn't have been much older than 14. We think of Kirk now as a rebellious man of action, but this is an image that he has carefully created for himself. In fact, he was generally regarded by his peers as a serious, bookish student during his time at Starfleet Academy, to the point where he was bullied by an upper classman named Finnegan. Kirk showed early promise, being the only student ever to have beaten the Kobayashi Maru scenario - a computer simulated test for fledgling captains that's meant to teach them that some problems have no solution. Kirk, of course, must have been so traumatised by the Tarsus massacre that he refused to accept defeat, and he cheated by reprogramming the computer in order that he could win. You might have thought that Starfleet psychological testing would have automatically screened out anybody with mental problems of that magnitude, and we can only sus-



pect that the Kobayashi Maru scenario wasn't the only thing that young Kirk cheated at.

When he graduated, Kirk stayed on at the Academy as an instructor. He was still regarded being' a stack of books with legs', but he made some good friends during his time there - Gary Mitchell, one of his students, and Benjamin Finney, a senior instructor. He and Finney were so close that Finney named his daughter Jamie after Kirk (it might have been worse - he might have named her Tiberius). He also had time for romances with a number of women, one of whom (a blond lab technician) he almost married.

While still at the Academy, the 17 year old Kirk was assigned as an Ensign to the U.S.S. Republic NCC-1371 to give him a taste of what life was like on a real Starship. After a few years of service he returned, around 2250, to the Academy to graduate, and was assigned on promotion as Lieutenant to the U.S.S. Farragar NCC-1647 under Captain Garrovick. As the Tarsus colonists could testify, young Kirk was an unlucky person to be around, and tragedy struck again when 200 members of the crew of the U.S.S. Farragart, including Garrovick, were killed by a dikinonium cloud creature near the planet Tycho IV. Kirk blamed himself for not firing on the creature sooner. Starfleet didn't agree, and Kirk learned, when he met the creature again vegas later, that nothing he could

Right: Captain Kirk stands accused Below: Coming close to death yet again... Kirk and crew on a landing party mission



have done would have prevented the deaths. It probably didn't help Kirk's mental state to be told that there was nothing he could have done.

Within ten years the dedicated, jinxed and, one suspects, psychologically disturbed Kirk had worked his way up through the ranks from Lieutenant to Lieutenant Commander, then to Commander and finally to Captain. During this time he had at least two major romances - one with Doctor Carol Marcus which resulted in the birth of a son and one with Staffleet attorney Areel Shaw, Having an attorney on his side was a good career move, given the sort of trouble that Kirk would continually get into in his career.

Kirk probably didn't spend all ten years on the U.S.S. Farragut, and so must have been assigned to one or two more vessels, or even a Starbase, before he was given the command, aged 33, of the ship he has come to be identified with - the U.S.S. Enterprise NCC-1701.

During his mission - meeting new life forms and new civilizations, boldly going where no one had gone before - Kirk saw many wonders and came close to death many times. He matured from a brash, arrogant and rather humourless outh to a brash, arrogant and rather humourless man, and he became close friends with just two men – his first officer, Mr Spock, and his ship's surgeon, Leonard McCoy.

The old jinx struck again when Kirk had to kill his old friend Gary Mitchell after he started developing super human powers, and once more when Benjamin Finney became embittered at being passed over for promotion and faked his own death in a lunatic attempt to get Kirk court-martialled. Kirk also had to cope with the death of his brother, who was killed by alien neural parasites on the planet Deneva when Kirk was 34. One can only presume that by this stage Spock and McCoy were starting to get worried about the probability-defying bad luck that seemed to dog Kirk's kith and kin.

The U.S.S. Enterprise returned from its five year mission in the year 2269 and, as a reward for bringing it back safely, Kirk was promoted to Admiral and made Chief of Starfleet Operations. This should have been the high-spot of his career, but it didn't work out that way. Admirals don't command Starships, and that was what Kirk was born to do. Perhaps he could hear the 4,000 ghosts of the Tarsus IV colonists accusing him of giving up on the fight for justice. Perhaps the 200 ghosts of his crewmates from the U.S.S. Farragut kept him awake at night, whispering that he was letting them down. Perhaps he just got bored. Whatever his reasons, he spent two and a half years behind a desk before blackmailing Starfleet's Admiral Nogura into giving him back command of the refitted U.S.S. Enterprise. One can't help but wonder what sort of hold Kirk had over Nogura - incriminating photographs of him with a Regulan blood worm, perhaps? As a consequence of the standard Kirk curse, Captain Will Decker, who was to have



Some quotes about Kirk:

"He's a sorcerer, that one." Romulan Commander, Classic Star Trek – Balance of Terror

"This ship - all the power, surging and throbbing, yet under control. Are you like that, Captain?" The seductively insane Leonore Karidian, Classic Star Trek – The Conscience of The King

"Commanding a Starship is your first, best destiny. Anything else is a waste of material." Mr Spock, Star Trek II: The Wrath of Khan

"There's a stain of cruelty on your shining armour, Captain. You are like your ship - powerful and not human. There is no mercy in you." The dangerously insane Leonore Karidian, Classic Star Trek — The Conscience of The Kina

"You rammed getting this command down Starfleet's throat. You've used this emergency to get the U.S.S. Enterprise back... It's an obsession - an obsession that can blind you to more immediate and critical responsibilities."

Dr Leonard McCoy, Star Trek: The Motion Picture





Top: Always ready for a battle of the fists – Kirk faces his nemesis, Finnegan, in Shore Leave

Above: The crew of the U.S.S. Enterprise and Ilia discover the Interstellar probe V'ger in ST:TMP

Right: Kirk's old flame Dr Carol Marcus and son David Marcus in STII:TWOK year missions on another vessel. Perhaps he just vegeated behind an Admiral's desk on Earth. Perhaps he retired to take up bee-keeping. Whatever he did, when a new Federation scientific discovery was stolen from his old flame Carol Marcus and his son David in 2285, Kirk again leapt for the Captain's chair. This time it was Captain Spock who was showed aside to make way for him, and who was reported dead in the line of duty shortly afterwards.

Vulcan physiology and Federation science being what they are, however, Spock was brought back to life. Kirk's Insane inability to accept defeat led him to hijack the U.S.S. Enterprise from a disbelleving Starffeet and save Spock from the hands of the Klingons, but he lost his son, David, in the process.

Desolate with grief, Kirk took his revenge by blowing up the U.S.S. Enterprise NCC-1701 in order to prevent the Klingons getting their hands on it. Well, you would, wouldn't you? Given the apparent curse on anyone apart from Kirk who sat in the Captain's chair of the original Starship, perhaps it was a good thing.

Kirk returned to Earth in disgrace and was charged with nine violations of Starfleet regulations in connection with the theft and subsequent loss of the Enterprise and the death of the Klingon captain. Certain mitigating circumstances in connection with another instance of saving the Earth were taken into account, and all but one of the charges were dropped. On the remaining one - disobeying a sup-fivor officer - he was found guilty. How could it have







crew of the U.S.S.
Enterprise bid a fond forewell to their ship in STIII:TSFS
Above: McCoy fights to save the life of Klingon Chancellor Garkon in STVI-TUC
Right: Kirk initiates the anti-motter explosion in STG which saves the

U.S.S. Enterprise NCC-

1701-B and sends him into the Nexus

Main picture: The

been otherwise when the man made a career of disobeying superior officers? Demoted to Captain, he was given command of Starfleet's newest ship - the W.S. Enterprise NCC-1701-A on what was probably yet another five year mission, at the end of which he distinguished himself during the khitomer peace conference with the kilmgout

By the end of the mission, kirk had become somehing of a celebrity. The media had latched onto him as an authentic hero; much to his embarrassment, and he was wheeled out by Starfleet for ceremonial occasions such as the inaugural voyage of the U.S.S. Enterprise NCC-1701-B in 2294 (history does not record how Kirk destroyed the U.S.S. Enterprise NCC-1701-A, but if he did, it was probably spectacular and very final). It was during that inaugural cruise that the 61 year old Captain Kirk, who was having great trouble stopping himself from jumping into the Captain's seat again, died while saving the ship from being destroyed by a strange spatial phenomenon. His final moments were as he would have wished putting right something that had gone wrong, and saving lives in the process.

Or at least, that's what Starfleet had recorded as Kirk's final moments for some 80 years. In 2371, leard to Pharal, Captain of the USAS, Enterprise NCG-TO(1-D), discovered that his illustrious predecessor had faller into the strange spatial phenomenon, the Nexus, which had kept him alive in a universe of the imagination, perpetually reliving the best moments of his life (in our universe, they call if syndication?). Picard persuaded kirk that this sterile, unchallenging existence was domeaning, and kirk re-emerged into the real universe taged 138), only to die shortly afterwards, killed while stopping an insane alien scientist from massacring the population of an entire planel. If there is a Iwaven it swould have been cranmed full of kirk's old triends, just waiting to welcome him in.

At the end of the day, however much we love him, kirk was only one Captain among many. He had adventures and so dld they. We know most of his, we will probably never get to hear about theirs. After the died, for the first time the universe moved on. When Major Kira, a Bajoran Haison on the Federation space station Deep Space Nine, was asked SI years later ishortly before his brief re-emergence into reality if she recognised the name Kirk, she recited. Not First some London.

Such is the transitory nature of fame:





of the month' pin-up

CLASSIC



THE DREAM WALKERS Part One of Three

end of her first five year mission. But what of those who have gone where no one has gone before - and beyond? What ever happened to those who never completed the full five year mission, but moved to other roles within - or without -Starfleet? What nightmares haunt their lives - and may now in turn haunt Captain Kirk and his crew?

Writer:

MICHAEL JAN FRIEDMAN

Editor:

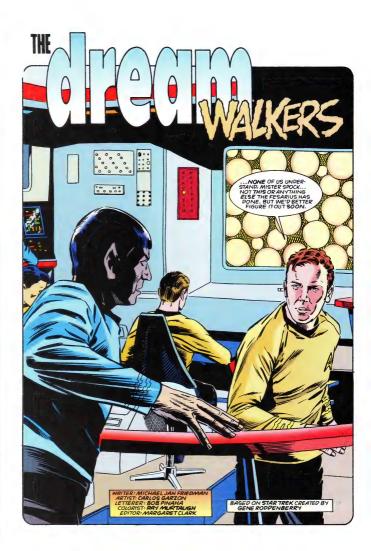
MARGARET CLARK

BOB PINAHA

Colourist: RAY MURTAUGH

Artist: CARLOS GARZON





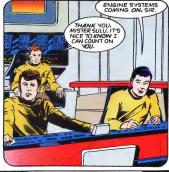








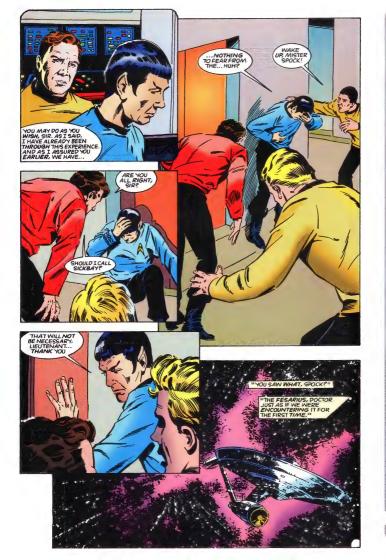


























































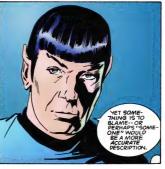












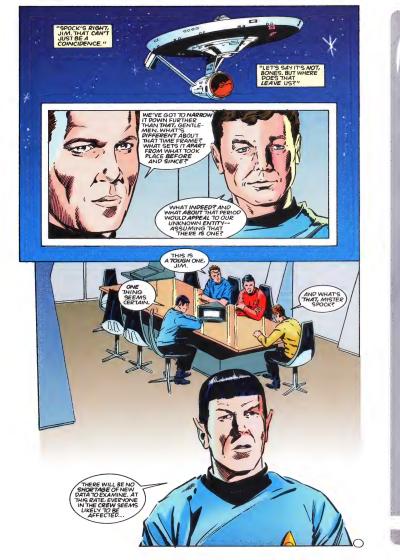












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YOU WERE TREATING THE SHIP...TREATING US... AS IF WE WERE NOTHING MORE THAN TOYS.



NOW, UNLESS I AM MISTAKEN, YOU WERE ABOUT TO CONTINUE YOUR HUMOROUS LITTLE BALLAR.









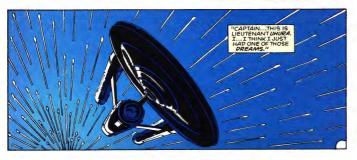


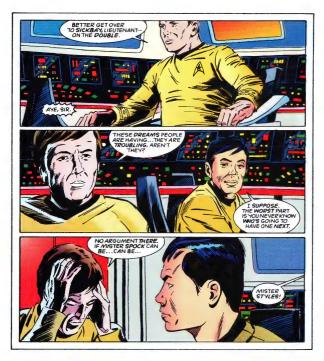




























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NEXT: A DESPERATE SEARCH FOR JANICE RAND!

A Fistful of Data

How many Starship types have been seen in all the Star Trek series and films? (A Janes, Norfleet, Kent)

A Throughout the Instory of San Tick, 33 differcent classes of Starship have been either seen or referred to. These include the Intreplic class to which the U.S.N. Divinger belongs, and the class to which the U.S.N. Dipfiant belongs. Unless stated elsewhere this may be called the Defiant class because classes tend to be manued after the first ship of that type built. For example, the first Ship of that type built, for example, the Urst Constitution. The 31 classes does not include that of the U.S. Pastern seen in SEFING—All Good Things because this ship was from an alternate totate.

Why is the U.S.S. Enterprise the only Starship to have a letter 'A' or 'B' etc. at the end of the registration for each subsequent version? (Mark Fletcher, London)

A There has in fact been another ship adherit an illusory one — the U.S.S. Yamato in STENG Where Silence Has Least. The basic rule is that when a ship is destroyed, if a vessel is built to replace.

What does the 'U.S.S.' mean in Starship names? (Colin Campbell)

A There is some uncertainty over this. In Classic Stata Tick's first pilot, The Cage, Captain Pike referred to the United Space Ship Enterprise. However, in subsequent episodes it was referred to as the United Stat Ship. Presumably, the "S.S." which is the prefix to some early craft stands for Stat Ship, and this was because the United Tederation of Planets did not then exist.

Apart from the U.S.S. Enterprise NCC-1701-B, the U.S.S. Enterprise NCC-1701-C, and the U.S.S. Stargazer, what are the other new Micro Machines mentioned in Star Trek Monthly Issue 17 (John D. Attwater, Godalming, Surrey)

They are the S.S. Bolamy Bay registry DY-100

K? from Classic Star Dek – Space Seed; the Statle

K? from The Touble with Thibbles; the Gallbea II from

SETING – Metamorphosis; the Federation Space Dock;

the Vulcan shuttle Surak from Star Trek: The Motion

Ficture; the U.S.S. Grissom from Star Trek III: The

Socials for Spack; and the Romulain second ship from

SEFING — The Defector, Additionally, the U.S.S. Enterprise NCC-1701-D has been re-released with a detachable saucer and the Klingon Bird-of-Prey has been re-painted.

How many episodes of Star Trek have been banned by the BBC? (J Rhodes, Leeds)

A from Chassic Star Trek four episodes have been banned: Miti was shown once in an edited format but never shown again until the latest re-runs, while The Empath, Platos Stepchildren, and Whom Gold Destroy were all originally banned but were also shown during the last repeats. Of SETNG only one cpisode – The High Cround – has been banned. This was because of a reference to the IRA winning their

war of terrorism. However, two episodes have been edited: in *Hide and Q.* Wesley's impalement was lost, while in *Conspiracy*, Dexter Remmick's death was slightly cut.

Where can I buy a ST:TNG uniform in this country for a reasonable price? (Philip Howell-Williams, Bridgenorth, Shropshire)

There are a number of places from which you can buy the licensed uniforms, produced in Britain by Waip One Ltd, Unit 11, Cwin Business Centre, Marine Street, Elbaw Vaic, Gwent NY3 618. When writing to any company, we suggest you enclose an sa.e. for a quicker reply. Two outlets which also do mail order are Forbidden Planet and Sheffield Space Centre. The former sell the tops from Classis Sut Tek and Star Teks Deg Space Nine. Their address is Mail Order Department, Forbidden Planet, 71 New Oxford St., London, WCLA 110G. Tel 100.0171-836-91479. Sheffield Space Centre also do these tops. The tops are only sold in adult sizes and they recommend that you leave plenty of time for delivery or contact them beforehand to ensure that

they have the items in stock. Their address is: Sheffield Space Centre, 33 The Wicker, Sheffield S3 8HS, Tel no: 0114-2758905.

Fistful of Data compiled by Andrew Darling, Due to the sheer number of questions received, we regret Star Trek Monthly is unable to make personal replies. Thanks to Terry Jones, Paul Christopher, Forbidden Planet, Sheffield Space Centre, and The Star Trek Encyclopedia.

If you wish to send in any questions the address to write to is: A Fistful of Data, Star Trek Monthly, Titan Magazines, 42-44 Dolben Street, London SE1 OUP.

Left: The first Captain of the U.S.S. Enterprise NCC-1701, Christopher Pike Below: The U.S.S. Defiant



Read Out

here's a fantastic selection of Star Trek books in store in July. Do you remember William Shatner's The Ashes of Eden, which was released in June? (of course you do!) Well, the graphic novel adaptation of that story will be produced by Titan Books this month and is well worth looking out for. Another graphic is well worth looking out for. Another graphic



GENE DeWEESE

novel appearing from Titan is the Star Trek: The Next Generation/Star Trek: Deep Space Nine crossover, previously published in this magazine. For those of you who may have missed earlier issues, or you're looking for a means to break into the world of Star Trek comics with a good read, this should prove a good start.

There are also two new titles parading in Simon & Schuster's Star Trek front-line. In Gene DeWeese's Into The Nebula, an investigation of a strange nebula dust leads the U.S.S. Enterprise NCC-1701-D to discover an endangered civilisation. As always, their benevolence is viewed suspiciously and the planet's leader arrests the away team as two civilisations face destruction! It is down to

by Marisa Royea-Franco

Data to save his shipmates, or two planets may be destroyed.

For you advanced Trekkers, hot on the trail of the latest U.S.S. Voyager missions, there is Ragnarok by Nathan Archer. The Starship, lost 70,000 light years from home, detects a signal that could return them to Federation space. But as the Starship races to the source of the signal, the crew find themselves caught in a battle between two warring races who have fought for aeons. The arrival of the Federation craft provides a diversion from the war as the U.S.S. Voyager becomes a prime target in the battle. Archer has a number of Star Trek books to his credit and it's good to see established writers being used on this new series. I was worried that Star Trek: Voyager might fall foul of some Lost In Space style storylines as it developed; so far, both on screen and the printed page this hasn't happened, thank goodness.

There's a new Titan paperback novel out to try. World Without End is written by Hugo and Nebula Award winner Joe Haldeman. Kirk and his landing party are mistaken for 'magicians' on a bizare' finside out' world, best described as a small version of the Dyson's Sphere seen in ST:TNG's Relics. Despite all their technological skills, however, the Starship crew face deadly danger and the destruction of the U.S.S. Enterprise. Haldeman's writing skills are legend – his books The Forever War and Mindbridge are some of the most stirring in the SF cannon and it's interesting to compare this Star Trek story and its style with these other works.

This month's reprints from Titan include

WIN COPIES OF THE ASHES OF EDEN GRAPHIC NOVEL!

he Ashes of Eden must be one of the most eagerly awaited Star Trek graphic novels all time and we have five copies to give away! In this full length and fascinating story-drawn by Steve Erwin and written by Shattner himself – Kirk finds himself torn between passion and sense: whilst preparing for retirement on Earth he is approached by a mysterious woman who offers him the irresistible opportunity of recapturing his youth. But Kirk must turn his back on friends, leave Earth and brave a voyage to a beautiful and dangerous planet to achieve this prize, where a conflict is taking place between the Federation and

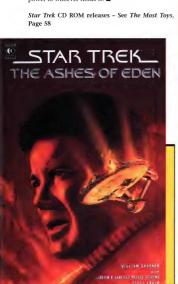
the Klingon Empire.

All you have to do to try and win a copy of this new book is answer the question below and send the answer on a postcard or the back of a sealed down envelope to the Star Trek Ashes of Eden Competition (#5), Star Trek Monthly, Titan Magazines, 24-24 Dolben Street, London SEI OUP, Entries must be received by Friday 28th July 1995 and the Editor's decision is final. Only one entry allowed per person.

Name the company which published Star Trek comics in the 1960s Grounded by David Bishoff, in which the crew of the U.S.S. Enterprise must evacuate when the ship is infected with a mysterious allen life form which threatens to spread through the entire galaxy. Captain Picard sets about devising a plan in order to save his ship and crew and is forced into a confrontation with the malevolent force in a bid to save he Federation.

Finally, Simon & Schuster Audio offer a three hour adaptation of Carmen Carter's **The Devil's Heart** this month. It's read by Gates McFadden and I can only describe it as spellbinding. The story combines the power and beauty of the past with the technology

and grace of the future in one legendary artefact - the Devil's Heart - which grants unsurpassable power to whoever holds it. ■





LICENSED *STAR TREK* BOOKS AVAILABLE IN JULY

Star Trek fans should note that the numbering systems between Titan Books and Simon & Schuster for Classic Star Trek are not compatible. This book schedule is as accurate as possible but may be subject to change. PB = Paperback HB = Hardback GN = Graphic Novel

SIMON AND SCHUSTER

Star Trek: The Next Generation

36: Into the Nebula by Gene DeWeese (PB, £4.50) The Devil's Heart by Carmen Carter (Audio, £7.99)

Star Trek: Deep Space Nine

The Ferengi Rules of Acquisition by Ira Steven Behr (PB, £3.99)

Star Trek: Voyager

3: Ragnarok by Nathan Archer (PB, £4.50)

TITAN BOOKS

Classic Star Trek

Ashes of Eden by William Shatner (GN, £9.99)

Star Trek Adventures

12: World Without End by Joe Haldeman (PB, £4.50)

Star Trek: The Next Generation 25: Grounded by David Bishoff (PB, £4.99)

Star Trek: The Next Generation/Star Trek: Deep Space Nine Crossover by Barr/Friedman (GN. £9.99)





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THE THE



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I have no idea, myself, of what the future holds for us all, but I would be very happy if it was something like one portrayed in Star Trek



Justin Keay talks to the popular Director of Star Trek: The Next Generation who oversaw Captain Kirk's final screen appearance in Star Trek Generations...

iscussions about the size of the universe are likely to continue into infinity, but there can be little doubt that the Star Trek galaxy is continuing to expand, with Executive Producer Rick Berman as its sun. One of the newest discoveries is British director David Carson, responsible for the film, Star Trek Generations, some of the best consistency of Star Trek: The Next Generation and

the pilot for Star Trek: Deep Space Nine. Married to the red-haired British actress Kim Braden, who also appears in the film (as Kirk's wife in the Nexus scene), he has lived in Los Angeles for the past four years.

Carson is just the latest in a line of British directors to have crossed the Atlantic to Hollywood. Whilst in the UK, he built a career in both theatre and television, where he directed episodes of the long-running soap. Coronation Street, as well as episodes of The Adventures of Sherlock Holmes. A science fiction affecionado, especially of the grungy Alien-type movie - "the real doom and gloom stuff", he laughs - Carson nonetheless admits that he was lucky to get a shot at directing Star Text. The Next Generation so soon after his arrival in Hollywood back in 1991. The Enemy was the first of the four episodes directed by Carson, a highly moral tale about whether to save the life of a wounded Cardassian.

He recalls that his Star Trek debut was helped by the openness of the producers to new faces, indeed the Star Trek: The Next Generation production team always encouraged new writers and directors to come forward and try their hand. Carson certainly proved himself with his ST:TNG episodes which led to him being asked first to direct the pilot of ST:DS9

THE MAN WHO REALLY KILLED CAPTAIN KIRK

David Carson



Left: A glitch in time turns the U.S.S. Enterprise-1701-D into a warship in Yesterday's Enterprise Below: Riker and La Forge locate the wreckage of a small craft in The Enemy

and then the movie

"STDS9, Paramount Pictures and (Executive Producer) Rick Berman very much liked the work I did directing Star Trek: The Next Generation episodes, particularly Yesterday's Enterprise, which many feel is the best of the series. That obviously helped, but I admit there has been a certain amount of luck involved, too throughout my involvement with Star Tek."

Carson recalls how, prior to filming Yesteralay's Enterprise, he and the crew had been working on another script. At the very last minute, Whoopi Goldberg became available, necessitating Carson and Berman to put together a script that would use her talents. Within 12 hours they had a Guinan story, which became the highly acclaimed alternate universe story, a highpoint of season three. "The show is certainly my favourite: I have very fond memories of shooting that. Quite how we managed to pull it all together in such a short space of time, I'll never know!"

Despite his background on the series, directing a feature film - Star Trek Generations is Carson's first was an entirely different proposition. Paramount Pictures were keen to cash in on the excitement generated after the last ST-TrO felevision episode, All Good Things, so Carson was given a very tight shooting schedule. The cast and crew literally went from the television series straight to making Star Trek Generations. With cinemas booked across the US for the film to open on November 18th last vear, there

"This (Star Trek Generations)
was always intended to be
a bridging movie, a passing
of the torch between the
cast of the original series
and ST:TNG."

was no time to be lost. This schedule was made even tighter after audience previews encouraged Paramount Pictures to reshoot the ending: filming finally finished on October 22nd, leaving less than four weeks for final editing.

If timing was tight, so to was the budgeting, reflect-

ing the new cost awareness of Hollywood after some expensive flops. Carson was told that the budget of \$30m could not be over-run - in the event, aside from the extra reshooting it came in slightly under that. An equally big concern for Carson, however, was that he was following the rules for the \$Star Trek universe.





Right: Due to a time discrepancy Tasha Yar finds another chance for love with Lt. Castillo from the U.S.S. Enterprise NCC-1701-C in Yesterday's Enterprise Below: In the original opening scene from Star Trek Generations, Chekov and Scotty

anxiously await the

arrival of an orbital

skydivina Kirk

"In making a Star Trek film or television show, you have to play by the rules as formulated by such concepts as warp speed, body matter transfer, beaming and the like: there simply are certain things you cannot do."

The potential pitfalls of Star Trek Generations, featur-

ing characters from the original *Star Trek* series as well as *ST:TNG*, however, were considerable, given the difficulties of keeping two lots of fans happy.

One problem for fans of the original series is the

Carson believes that aside from its professionalism, and the appeal of its characters, one of the keys to understanding the enduring success of Star Trek is its positive philosophy fact that characters such as Spock and Dr McCoy decid-ed, at the last minute, not to appear because their appearances would have been too short. "It was a great pity, but I can understand their feelings. We looked at ways of building up their roles, but there was no way this was possible within the

story-line we had."

Another concern is the controversial death of Captain Kirk at the hands of the evil Dr Soran, played by Malcolm McDowell - yet another Brit to become involved with Star Trek (after Marina Sirist (Deanna Troi), Siddig El Fadil (Doctor Bashir) and, of course, Patrick Stewart). Given that the death of Kirk had become the film world's worst kept secret, Carson says that the studio had no choice but to run with it, although after preview showings they decided to change the way in which Kirk died. Originally, he was effectively stabbed in the back. After viewing it was agreed that this was a rather unheroic end for the Federation's most famous Starship captain.

"People knew the script even before we had finished shooting. Copies were exchanging hands for as much as \$10,000: it even appeared on the Internet. Every change we made to the script, up it would pop on-screen."

Meanwhile, STFING fans were complaining that although all the cast of the television series are in the film only Picard and Data got much of a look in. Carson admits that the other stars - including Michael Dorn, Jonathan Frakes and Gates McFadden - were initially concerned, but realised that this was to be the first of perhaps many STFING



Page 54





films. Their roles in future films would be larger. Most have been signed up for at least two more films and Rick Berman has indicated that in future the other characters will be given more to do. Carson admits that the

film has been most popular with fans who are not die hard fans of either the origina

who like both equally.

"This was always intended to be a bridging

"Inis was always intended to be a bridging movie, a passing of the torch between the cast of the original series and ST:TNG. Given that, it really had to be a story about two captains, who are, after all, the main stars".

Carson also defends the decision to give Data an emotion chip, saying that this gave the film an element of humour which might otherwise have been lacking: he denies any suggestions that in so doing he changed Data's fundamental appeal.

Carson has fond memories about the making of Star Trek Generations, recalling in particular the opening scenes, where Kirk, Scotty and Chekov come on board for the maiden flight of the Illequipped new U.S.S. Enterprise NCC-1701-B under its green young Captain Harriman and his crew. Nothing seemed to go right. Carson did screen test after screen test and all of them turned out badly. The actors looked terrible, and nothing gelled. The Director couldn't work out why: it wasn't that hard a scene to act in. Then one of the young actors admitted that the problem was William Shatner. Acting alongside Captain Kirk, 'a living legend', was throwing the young actors and making them feel

"I've never worked with a group of people who knew so much what they were doing, but who also knew how to get on with one another and enjoy their work."

thought and detail went.

However, he feels that Star Trek Generations stands
up as an impressive feature film debut.

short but

inadequate!

When asked what he feels

has been his most impres-

sive achievement during his

involvement with Star Trek

Carson mentions Yesterday's

Enterprise and the Star Trek:

Deep Space Nine pilot, into

which he says a lot of

successful

"The studio has also got good reason to be pleased", he says, pointing out that the film, unlike other recent SF efforts, did not go over budget, because of the sheer professionalism of everybody working on it. "I've never worked with a group of people who knew so much what they were doing, but who also knew how to get on with one another and enjoy their work."

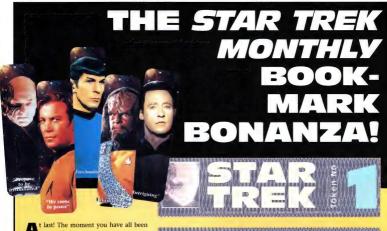
Carson believes that aside from its professionalism, and the appeal of its characters, one of the keys to understanding the enduring success of Star Trek is its positive philosophy. In particular he draws attention to the fact that it portrays a universe where Humankind has moved forward, having resolved some fundamental problems and having learned from its mistakes. "I have no idea, myself, of what the future holds for us all, but I would be very happy if it was something like one portrayed in Star Trek."

As for his own future, Carson says that he has had a number of offers, which he is considering, He's also working on a possible SF project with one of the writers from Star Teke: The Next Generation, although he admits if asked: "I'm certainly not ruling out more Star Teke..."

Above left: Out with the old, Kirk, Scotty and Chekov make a final flight abord the U.S.S. Enterprise NCC

U.S.S. Enterprise NCC-1701-B in Star Trek Generations Above: "It was fun...", Kirk takes a final bow in Star Trek

Generations



waiting for!

Are you hoping to be one of the lucky 5,000 owners of a full set of Collector's Edition Bookmarks, only available through Star Trek Monthly?

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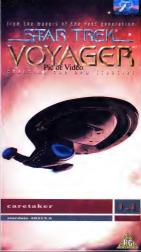
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The Most Toys Highlights of this monthly new Star Trek licensed newlest releases

Opposite right and centre: Just some of the badges available from Downpace Below left: The Classic Star Trek tricorder key ring, newly releasd from Downpace Opposite centre:

Opposite centre: The Bajoran earring available from

Downpace
Opposite bottom:
Bandai's new U.S.S.
Enterprise NCC1701-D Mini-Playset
promises hours of fun!

t's a pretty quiet month for Star Trek merchandise – which some of you may be pleased to hear, given the huge amount already released this year – but the new items now on offer are well worth checking out, either from your local high street stores or specialist comic and \$F shops. Speaking of the latter, many of you have asked exactly where they can find these. Your best port of call is your local Yellow Pages or you could try locating a copy of Comic World at your local newsagants, which carries a very full list of such establishments.

On the subject of **Downpace** again, the company has recently extended their predict line to include a number of new action figurities. The most exciting of these is the U.S.S. Enterprise NCC-1701-B caught in the Neurs ribbon, so portrayed in Star Tick Generations. There is also the U.S.S. Enterprise NCC-1701-D, which has a removable saucer section. Both ships come with their own startels, and should by now be available in the shops.

Of course, no true Trekker could be without the exciting and long-awaited release from **Downpace** - the Classic Star Trek tricorder key





By now you've probably seem Downpace's excellent range of Stat Trek figure mugs. This month sees the release of a further two, the first depicting a young looking. Dr. Beverly Crusher, and the second a rugged Commander William 1997. chain, which comes complete with authent-

People have asked if it's possible to buy starfield badges, especially communicators. Once again, Downpace can provide the goods. They make a Star Tock: The Next Generation communicator as well as the more modern Star Tock Generations model, and an afternate reality version, which was seen in the enisode future.

DIGITAL FRONTIERS

f you're one of the million strong army of Star Trek techno-buffs, then two new releases of PC software from the United States are likely to interest you.



The aptly named **QVoice, Inc.** company of New Jersey has just unleashed *Voice Print*, a *Star Trek: Deep Space Nine* product designed to protectnominated directories and datasets on your PC against unauthorised access.

Once installed on a hard drive from the supplied high-density 3.5" floppy disk, the user is prompted to enter a sample of his or her own voice, thereby setting up the unique digital voice pattern the computer will require to be matched before future access to protected files is given.

Having chosen the datasets and/or directories the user wishes to protect, Voice Print runs as a background process whenever anyone tries to open those files. When that happens a graphical shield, which presents logos and images from Stair Toke. Deep Space Nine, flashes up, and the computer voice of Majel Barrett requests voice print identification.

As with the system on Gerry Anderson's UFO, there is no need for a specific password. Merely speak into the computer's microphone and Voice Print compares the digitised graphical pattern of what it has just sampled against the master copy it holds on file. If they match, you've in. If not, be prepared for all manner of warnings and alarm messages which will basically throw you off the machine, even if you've tried going in with up to system level privilege.

To use Voice Print, you need an IBM compati-

ble TC with DOS version 4.0 or above loaded, plus version 3.1 or above of Microsoft Windows. As well as a microphone and an installed 16-Bit sound board, you will also need four megabytes of RAM chip, three megabytes of available space on your hard drive, and the product recommends a 386 or 486 maths co-processor for optimum performance speed.

Unfortunately, Voice Print is currently only available in the U.S. However, August sees the arrival of Simon & Schuster's long-awaited Sur Tiek Omnipedia in the UK. Although not a sequel as such, the Sur Tiek Omnipedia is a follow-on from Simon & Schuster's world-wide best selling Star Tiek. The Next Generation Technical Manual which, despite its daunting £49.99 price tag, has sold over 200,000 copies to date.

The Star Tick Comingedia will similarly be available as interactive CD-ROMs, formatted either for Macintosh or Windows Pcs. Advertised as the ultimate interactive reference work, the product boasts literally thousands of entries spanning every Classis Star Tick television episode, all seven movies, and the complete chronology of Star Tick: The Next Generation. The only exclusions are specific volume entries for Star Tick: Dep Space Nine and Star Tick: Vingery, presumably because their histories are still very much in the making.

Like Voice Print, the Star Trek Omnipedia will feature a voice recognition capability, offering the user a verbal means of accessing its vast archive of 3-D renderings, animation, blueprints, video samples, photographs and complete visual listings of Starfleet hardware and the structure of the United Federation of Planets.

The retail price of the Star Tek Omnipedia will be Es4.99. At time of going to press a precise specification of system requirements is not available, but we articipate, in addition to a CD-ROM drive, hardware and software overheads similar to those needed to run Voice Print. ■



ERRATA:

In issue 3 we stated that a company in the US by the name of Turmblenot had produced a range of ST:DS9 mugs which appeared on the Show. The Turmblenot mugs are actually based on ST:DS9, and are produced by a company called Promotions International in the

mentioned the new steel construction system from Bluebird Toys. The set, launched this month by Peter Pan Playthings, the sister company of Bluebird Toys, offers you the chance to assemble the U.S.S. Enterprise NCC-1701-D and personal shuttle, and costs £45.99

In our last issue we

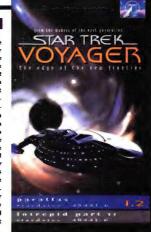


by Stuart Clark

nly two new video releases are planned for July and they both occur on the 10th. Star Trek: Deep Space Nine Volume 3.9 is one of them and this cassette features the episodes Visionary and Distant Voices. The first is an O'Brien story, in which the chief finds himself jumping across short distances in time, witnessing increasingly disastrous incidents which he attempts to prevent. It is an out-and-out adventure story in which the Romulans play a major role and a trio of predictably loutish Klingons are also Involved. Distant Voices is Star Trek: Deep Space Nine's first foray into premature ageing. Like The Deadly Years from the original series and Unnatural Selection from Star

Trek: The Next Generation, this episode is a bonanza for the special effects make-up team. This time it is Doctor Bashir who must suffer the ignominy of growing speedily and ungracefully old and decrepit in front of those around him.

Accompanying this release is the second tape of adventures from the crew of the U.S.S. Voyager. Volume 1.2 of Star Trek: Voyager has a distinctly temporal flavour, as both episodes deal with time travel in one form or another. The first story, Parallax. finds the crew in mortal danger, trapped in a quantum singularity. The character of B'Elanna Torres is explored and the episode shows how she and Captain Janeway forge a relationship. The execution of the plot also suggests that Star Trek: Voyager is going to stick to an action/adventure format. Time



and Again rounds off the duet of stories and explores another facet of time travel. The lives of an entire civilisation are at stake here and Captain Janeway's away team must endeavour to save both themselves and those around them. You are left in no doubt about Janeway's style of command – from the front!

STAR TREK: VOYAGER VIDEO COMPETITION!

We have HVE copies of the recently released Stat Test. Voyager video to give away, courtesy of CTC Valuo. All you have to do is answer the question below and send it on a postcard, or the back of a scaled envelope, to TW Stat Test. Voyager Competition (STM#5). Stat

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arrive no later than
Thursday 27th July The
first five entities drawin
from the provential bat
will win copies of the
video. The Editor's decision is fruit, Louly 1 entry
abbased per person.

What is he came of this arisin who plays the Disc in Ann. Prib. Vincent?



On Screen

VIDEO CHECKLIST

July 10th Star Tre

Star Trek: Deep Space Nine (Volume 3.9) – Visionary and Distant Voices

Star Trek: Voyager (Volume 1.2) – Parallax *and* Time and Again



up to reveal the detailed interior of the ship. Eve main areas are depicted; the bridge, captain's ready room, shuttle bay, Ten forward lounge and brig. Extra features include sliding doors, swielling seats, detention cells, computer consoles and viewscreens, plus a working turbo-

lift as well as three mini-action figures—Captain Picard, Commander Riker, and Commander Data. There's even a mini shuttlecraft thrown in for good measure. This is an excellent toy with plenty of scope and variety—it's certain to keep, children







and collectors happy for hours.

Zeon are releasing a new Star Trek: Deep Space Nine analog wall clock which has a large picture of Quark positioned in its centre. It's quite a nice clock and it goes well with the company's previous releases.

ERTL have produced two new vinyl personality models. The first is a classic era depiction of the most famous Valcan of all, Mr Spock, and the second is Constable Odo, Star Trek: Deep Space Nine's security chief. As with most of this range the models are finely sculpted and detailed; my only complaint is that they still appear stiff and lifeless and have little movement in their pose. That's all from me for this month, see you in

That's all from me for this month, see you in August!

MODEL KIT UPDATE

ERIL continue their output of Star Teck models; the most recent being the U.S.S. Europise NYC-1701-D as from Star Teck Generations. This is the third issue of this ship, the first being as from Star Teck. The Next Generation and the second as a special edition with fibre optics. The model Itself remains very much as the original issue, with the slight tooling changes that allowed for the fibre-optics of the second issue, (though of course these are not included with this issue). This vertices are not included with this issue.

sion, however. features new box-art (though arguably not as good as the original two issues), and the slight oddity that the scale is quoted on the box as being 1:650, whereas it has always been taken as

1:1400, As with the original versions, you get full construction of details - these are kits that actually tell your Cement part 1 to part 2? There are also full painting details, very helpful with a craft with such a complex colour scheme. This version even reflects the slight colour change that occurred with the special effects model used for filming Star Toke Generations.

Finally, as a bonus, with the first batch of kits produced you get a specially commissioned poster inside the box. This shows a cutaway of the U.S.S. Enterprise NCG-1701-A, complete with a portrait of Captain James T. Kirk, specially drawn by C. Bruce Morsler.

Mat Irvine is a regular Star Teek model moker and contributor to several specialist magazines out the subject. Between models, he works as a visual effects designer for the BBC and other broadcasting companies. In response to many requests, Mat is compiling a full round up of all the kits ever made based on Star Treek, along with 'how to' articles for future issues of the magazine. A review of ERTL's new Klingon Warbid appears next issue.



STAR TREK TOY RELEASES FROM BANDAI

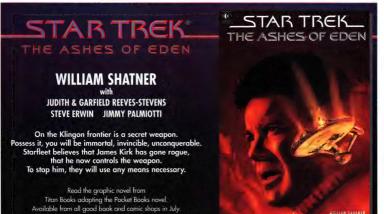
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Communications



We read all your letters, even if we can't print them! Please send your letters to Star Trek Monthly, Titan Magazines, 42-44 Dolben Street, London SE1 OUP. Please note that we will only print your full address if you ask us to and we're sorry but we cannot make personal replies. Letters may be edited for publication. As an added incentive to persuade you to air vour views, we'll be giving an all-new ERTL Star Trek U.S.S. Enterprise model kit away to one of our correspondents each issue.

So, what are you wait-

ing for?

MORE EROM THE 23PD CENTURY?

Congratulations on your brilliant two issues. As S. Adams (Communications), Issue 2) said: I feel that the original series has been ignored for a long time. Think about it: one series set in the 23rd Century, while three have been set in the 24th! Why doesn't Paramount Pictures do a new series set in the 23rd, and fill the biggest gap in Star Trek history? Perhaps a series featuring Captain Sulu and the U.S.S. Enterprise NCC-1701-B and her crew. After all, we only saw about 20 minutes of this grand ship, What's NCC-1701-B and her crew. After all, we wrong with that? It would at least give a use for the sets and models they must have lying around!

Also, how about doing an Archives section in the magazine – detailed features of episodes from each series, i.e. the story and the technical side.

keep up the good work! Robert Gardiner, Comber, Co. Down

WHAT HAPPENED TO EQUAL COVERAGE?

In Issue 2 you printed a letter about equal coverage. Have you ignored it? In the first three issues, out of five main interviews, only one isn't about Star Teck: The Next Generation. Some Star Teck isn haven't got the money to buy videos or they don't have satellite. When will there be a Star Teck: Voyage or Star Teck: Deep Space Nine interview about one of the main cast? Apart from this problem, which I'm sure you will fix in a future issue, this magazine is excellent.

Keiron Brown,

Whitehaven, Cumbria

To begin with, I thought that the arrival of Star Trek Monthly was the best news I had heard for ages. I thought that it would deal with all aspects of Star Trek. All the magazines available are on ST:TNG or ST:DS9. At last, I could read about the roots of Star Trek which, in my opinion, is the best

Where is it?

I found countless interviews and features on the newer

versions of Star Trek, which were brilliant, but not quite what I'm after. What I would like to see in STM are articles on the technology of the show, e.g. could a U.S.S. Enterprise really exist? Also, written short stories about the original cast would go down well.

By all means, continue the way you have been with your magazine, but don't forget the origins of *Star Trek*. Cover all aspects equally.

Jean Finlayson, Watford, Herts

Hopefully, this issue of Star Trek Monthly will bring the original series into prominence (and no doubt provoke letters from fans of later series complaining that there is not enough of their show in the magazine...) You can please some of the people all of the time, but not all of the people all of the time!

When we began to plan the format for Star Trek Monthly over two years ago, we agreed from the outset that we would try to theme as many issues as possible, using certain articles to cover aspects of all Star Trek generations - such as our Klingons feature in Issue 2 or the androids piece in Issue 3. But the magazine is also news led and with ST:TNG still being shown on BBC2 and consequently attracting the most viewers in the UK for any Star Trek show at present - the major interviews would reflect both that and its popularity. Which is not to say we have abandoned 'equal coverage' in favour of crass marketing - simply that by leading with features and actor interviews about ST:TNG in our first few issues we hoped to draw in as many fans of the show and make them regular readers before branching out with material that they would be less familiar

That period is over, although news items will inevitably shape some of the features in Star Trek Monthly. We hope all those reading this are now on board for the ride, yet we still offer a format that will not allenate new readers. And on balance you will find features on all generations in each issue of Star Trek Monthly, although equal coverage may be spread over one or two issues...

PEN PALS

A lot of you have written in to ask us to run a pen pal column, so here you are. Send your entries (30 Words maximum, please, and use the same format used below!) to Star Trek Pen Pals c/o Star Trek Monthly. We expect to be inundated and have minimal space for them, so please be patient...

Anystreet, Anytown, Britain, Postcode. Age, Interests: Seeks pen pal who...

CONTACTING STAR TREK ACTORS

Many of you have asked about the best way to contact your favourite actors and the best way to do this is by sending letters addressed to them c/o Paramount Pictures, 5555 Melrose Avenue. Hollywood CA 90038 USA.

FAN CLUBS AND CONVENTIONS

Under the terms of our agreement with Paramount Pictures, at present we are only able to publish details of licensed and non-profit making clubs and licensed conventions. Star Thek Monthly accepts no responsibility for the information listed below which is printed in good faith. All events details were correct at time of going to press but we advise anyone interested in attending any activity to contact the organiser via the contact address. Always enclose a stamped, self-addressed envelope with any enquiry – these people are running their clubs for love, not moneyl (Special thanks to Janet Quarton from IDIC for her help compiling this ongoing list).

NATIONAL CLUBS

Star Trek: The Official Fan Club of the UK PO Box 355, Bushey, Watford WD2 2NA. Telephone (01923) 252900.

LOCAL GROUPS

ANGF - A STITNG only fan club. Contact: Corinna McCarthy, The Coppice, Ardananigh, Killarney, Co. Kerry, Ireland

1701A/D - For fans of ST:TNG, the original series and movies. Contact: Annette Neal, 96 Long Lynderswood, Lee Chapel North. Basildon. Essex SS15 5BA

British Starfleet Confederacy - Contact: Lisa Dearnley-Davison, 58 Rose Crescent, Woodvale, Southport, Merseyside PR8 3SA

Energize Cadets - Under 16s club, looking for new members. Contact: Allen Tullet, 6 Southbourne, Washford Farm, Asford, Kent TN23 SUB

North Wales Local Group - Contact: Martin Hodgkins, 69 Fairways, Llandudno, Gwynedd

STAR TREK: DEEP SPACE NINE - NOT STAR TREK?

I am writing to put Simon Drew's mind at rest (Communications, Issue 2) by telling him that ST:DS9 is simply not Star Trek.

Star Terk's previous two incarnations had likeable crews and the kindred spirit which along with the U.S.S. Enterprise in whatever guise made the foundations for the most successful SF television sepies ever. I appreciate that Star Terk has to move on and that SF.DSP is an attempt to diversify, but in my opinion it does not continue the traditions which make Star Trek so popular. So even though fans of the series will be miffed by my comments, all I can say is: "Beam on down, Star Trek Voyager"

Redfield, Bristol

Hmm... I wonder how other readers feel about that. Find out below...

NOT ENOUGH ST:DS9

I am writing to complain about the lack of things in your magazine about ST:DS9. Don't get me wrong, I think it's excellent, but I, and probably many other people, would like to see more items about ST:DS9, e.g. interviews with its stars and not always the stars of Star Trek: The Next Generation.

I have bought both issues so far as soon as they were on the shelf and both cover tasts were members of the U.S.S. Enterprise NCC-1701-D crew and I also notice the third issue has a character from ST:TNG on it. Once again, don't misinterpret me – I love ST:TNG and it is what began my passion for Star Trek. I have been a Star Trek fan for only three months and as I have Sty television I was fed up with ST:TNG daily. But just as I was falling for Picard and company their adventures finished and ST:DSD beautines flower.

I had heard from friends that ST-DS9 was a 'load of garbage' but I seemed to love it right from the beginning and I wish everybody would stop grouching about it and give it the praise it deserves. The effects are great, so are the stories, and the aliens are fabulous. So once again – more ST-DS9!

Ben Lyons,

Dundee, Scotland

Congratulations on your new magazine. I enjoyed every single page of the first two issues and especially appreciated the recent Klingon feature. It was well researched, well written and most importantly iddn't rely on the obvious interview with Michael Dorn but gave other actors a chance to speak as well. Thank you. It's just that... well, I'm an enthusiastic \$73.D9 Trekker and a great fan of the Cardassians, in my humble opinion the best villain since the Borg. Please, please don't just write them off as either 'fat or victous, or thin and victous!'

There remains a lot to be said about them, so much in fact that I think a feature would be in order, if at all possible, including interviews with Marc Alaimo (Gull Dukar) and Andrew Robinson (Garak), a detailed history of this intriguing race, a thank you to their creators and to everyone who ever played a Cardasaian, even... I am sorry, I got carried away. Finally, I'd like to know if there is anything Cardassian! Can add to my Kur Trek collection.

Keep up the good work please!
Christine Collins,
Stevenage, Herts

Your enthusiasm earns yourself this month's U.S.S. Enterprise ERTL kit, Christine. Issue 7 will be handed over to some of the crew of ST:DS9, and a Cardassians feature is currently at the planning stages for early next year. And finally (for this issue) on ST: DS9...

I agree with Simon Drew. The BBC has been promising to show ST.DS9 for ages now. I personally find the series to be excellent, and Rick Berman and the rest of the Star Trek team made a daring move in allowing it to be in a different form from the rest of Star Trek shows or films. However, ST.DS9 is nowhere near as popular as it could be, and unfortunately many people have shunned it simply because it's not set on a Starship, or because they simply haven't watched it. So far, it's only available on satellite or video. What about those of us who don't have sky (myself inicluded) or those people who enjoy Star Trek but who don't want to buy the videos?

If the BBC show it soon then a whole new audience will be able to experience the joys and pains of 24th Century life on board a derelict and practically crumbling space station.

Finally, I was glad to hear about The Gathering, where Star Trek and Babylon 5 fans could meet up. I for one am sick of this pointless 'My show is better than your show' argument.

William Salmon

Bridlington, East Yorkshire

A sentiment that could be applied to fans of separate generations of Star Trek, perhaps...

Now over to some of you who responded to our request for feedback on the comic strip.

Regarding the comic strip in *Star Trek Monthly*, I did a very rough breakdown of articles in the magazine and discovered the strip took up about 40%. This does show an inordinate amount of space is taken up by it. Personally, I would prefer to see more articles or even short stories. How about a space ship technical guide with line drawings and short descriptions?

Alison Brightwell, Waterlooville, Hampshire

Unlike the views expressed in Communications (Issue 3), I was originally drawn to the magazine because of the comic strip. There is no need to feel ashamed about reading comic strips; I am 21 years old and happily read a wide range of them. I don't consider myself a social outcast!

Articles and such are very interesting but just like Captain Kirk, they are only part of the $Star^T$ bety henomenon. I feel the comic part of STM is very important. It is after all a medium where a writer and artist's imaginations know no boundaries—there are no budget restrictions on extras or special effects — allowing for far more explorative developments to be made, such as crossovers between $Star^T$ Trk casts.

So, please keep the comic strip, and at its present length, as its inclusion gives a well balanced magazine addressing everything to do

Lymington, Hants

We've had several responses to our question and look forward to more - we hope those who wrote in requesting a Classic Star Trek strip will be more than

with Star Trek. I look for-

ward to seeing it.

Ionathan Gray,

strip will be more than happy with our three part Dream Walkers story-line. Keep those letters coming!

ISSUE 2 COMPETITION WINNERS

BEYOND UHURA NICHELLE NICHOLS COMPETITION WINNERS

The following readers won copies of Nichelle Nichols's biography Beyond Uhura, courtesy of Boxtree. The answer to the question we ran in Issue 2 - From which language does the word 'Uhura' originate-was of course Swahili, the feminine for freedom.

The winners were: Sailesh Bhatt, Redbridge, Ilford, Essex; Miss P. Cody, Rushden, Northants; Naomi King, Shipston-on-Stour, Warwickshire; P. A. Newman, Hayes End, Middlesex; and Miss E. Simpson, Stockwell Gardens Estate, London SW9.

POWER KLINGON WINNERS

The following readers won copies of Power Klingon audio tapes courtesy of Simon & Schuster. The answer to the question we ran in Issue 2 - Which episode of Star Trek: Deep Space Nine features three Klingons from the original series - was of course Blood Oath from the show's second season.

The winners were: Benjamin Donnelly, Cambridge; Keith Clayton, Buxton, Derbyshire; Jamie Hirst, Hazel Grove, Stockport; Lemara Jenkinson, Reddish, Stockport; Mrs M. J. Lewis, Whitley Bay, Tyne and Wear; Mr G. Maxey, Ossett, West Yorks; Mr. R. M. Robinson, Bishop's Stortford, Herts; Mr N. J. Spearing, Beaconsfield, Bucks: Phil Swain Uckfield, East Sussex; and Miss E. L. Ward, Fareham, Hampshire.

Congratulations to all our winners and better luck next time to other hopeful entrants. Star Trek Monthly will continue to bring you as many competitions as possible in future issues!

BUY STAR TREK MONTHLY 6

he alien Vulcans come under the microscope in **Star Trek Monthly** next issue, as we bridge the generations in our exclusive interview with **Leonard Nimoy!** Nimoy starred in both *Classic Star Trek* and *Star Trek: The Next Generation* on television and the first six *Star Trek* films. As both actor and director, Nimoy offers a unique perspective on the combined worlds of the 23rd and 24th Centuries and life both in front of and behind the camera on the *Star Trek* lot.

We'll also be featuring interviews with **Robin Curtis**, who played Saavik in Star Trek III: The Search for Spock and Star Trek IV: The Voyage Home, and **Robert Butler**, the acclaimed Hollywood director who was the man behind the camera for the very first Star Trek story – The Cage.





Also next issue – we continue to bring you the very latest news on *Star Trek: Voyager*, updates on the next season of *Star Trek: Deep Space Nine*, merchandise reports, film news, comic strip and much, much more!

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